DOCUMENT RESUME

ED 122 747 IR 003 348

TITLE Library Games.
INSTITUTION Portland Public Schools, Oreg. Dept. of Educational Media.
PUB DATE 75
NOTE 34p.

EDRS PRICE MF-$0.83 HC-$2.06 Plus Postage
DESCRIPTORS Bulletin Boards; Educational Games; Elementary Secondary Education; *Games; Learning Activities; *Library Instruction; *Library Skills; *Puzzles

ABSTRACT

The learning activities collected here are designed to reinforce library skills and to make the library a more attractive place to public school students. Included are ideas for bulletin boards, crossword puzzles, matching games, treasure hunts, and find-the-word puzzles. (Author/PF)

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DEPARTMENT OF EDUCATIONAL MEDIA
Library Section

LIBRARY GAMES

A book of learning activities to reinforce library skills and ways to make the library a more attractive place. Included are ideas for bulletin boards, crossword puzzles, matching games, treasure hunts, and find-the-word puzzles.

The book is loose-leaf so that copies of the material can be made and new games may be added.

VM/ph
2-75/100

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THE SECRET CITY

There is a Secret City "hidden" in the library... To find it, you must answer five questions. Each answer will give you a "clue number" that will help you to find the city. LET'S BEGIN .....

(Remember: You do not have to answer the clue questions in order.)

CLUE 1: The page number of Our Wonderful World Index volume that mentions The Oregon Trail is _____.

CLUE 2: There are _____ volumes in the World Book Encyclopedia.

CLUE 3: There are _____ different subtopics found under MEXICO in the World Almanac index.

CLUE 4: The DEWEY number found on the spine of Bartletts Quotations is _____.

CLUE 5: Look up "Prehistoric Animals" in the card catalog. Put the first three numbers of the DEWEY number here _____.

..... IF YOU HAVE ANSWERED ALL FIVE CLUE QUESTIONS, YOU CAN NOW FIND THE SECRET CITY .....

You must now put your answers in the spaces below and work the arithmetic problem.

_____	-	_____	+	_____	+	_____	-	_____	= _____
Clue 1		Clue 2		Clue 3		Clue 4		Clue 5	Clue Answer

You must now ADD 20 to the clue answer. Put that number here _____.

SECRET CITY NUMBER _____

The Secret City Number is the number of a page in the 1973 World Almanac. FIND that page. If you have answered all your clue problems correctly, you will discover that this page has information about a city - the SECRET city. Do you know its name? If you do, put

it

right

here _____

NOTE: The clues may need to be altered to fit the copyright date of the reference books in your library.

Answers: Clue 1 (315)
Clue 2 (22)
Clue 3 (18)
Clue 4 (808)
Clue 5 (560)
Secret City Number (679)

A STORY ABOUT THE DEWEY DECIMAL SYSTEM OF CLASSIFICATION

The story of the numbers used for nonfiction books

Some years ago Mr. Melvil Dewey devised a system of classifying books which is used in many libraries. He chose certain main subjects and numbers, so that all nonfiction books on the same subject would be together on the shelf. He chose these subjects by imagining himself to be a prehistoric or primitive man. He asked himself questions he thought such a man would have asked. (This story is taken from a leaflet used in the Los Angeles County Public Library.)

100

Who am I?

PHILOSOPHY AND PSYCHOLOGY

(Man thinks about himself)

200

Who made me?

RELIGION

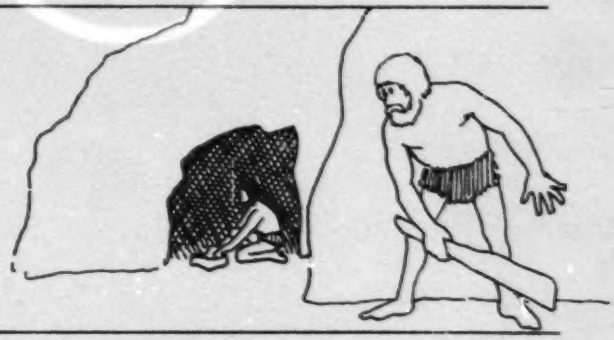
(Man thinks about God)

300

Who is the man in the next cave?

SOCIAL SCIENCES

(Man thinks about other people)

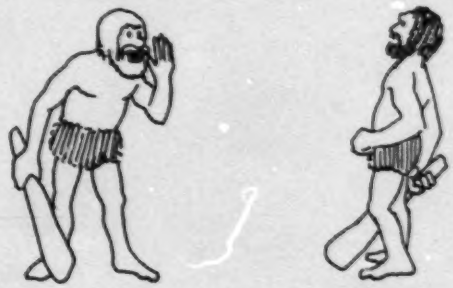


400

How can I make that man understand me?

PHILOLOGY (Language)

(Man learns to communicate with others through words)

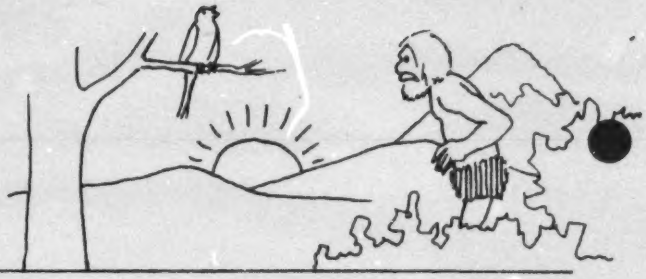


500

How can I understand nature and the world about me?

SCIENCE

(Man learns to understand nature on the land, in the sea, and in the sky)

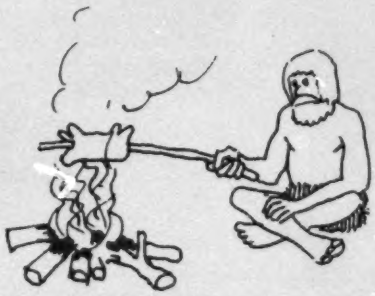


600

How can I use what I know about nature?

APPLIED SCIENCE AND USEFUL ARTS

(Primitive man learned about fire and how to make weapons. Man through the ages learned about the wheel, about medicine, planting crops, cooking food, building bridges, and how to make all the things we use)



700

How can I enjoy my leisure time?

FINE ARTS AND RECREATION

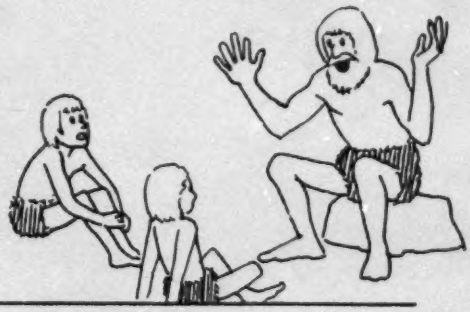
(By this time, primitive man had more time to do the things he enjoyed. He learned how to paint pictures and to create music. He also learned how to dance and to play games)

800

How can I give to my children a record of man's heroic deeds?

LITERATURE

(Man became a storyteller. He created sagas, fables, epics, poetry, and plays about his ancestors and the people he knew. Later, man put these into writing for all people to read)



900

How can I leave a record for men of the future?

HISTORY GEOGRAPHY BIOGRAPHY

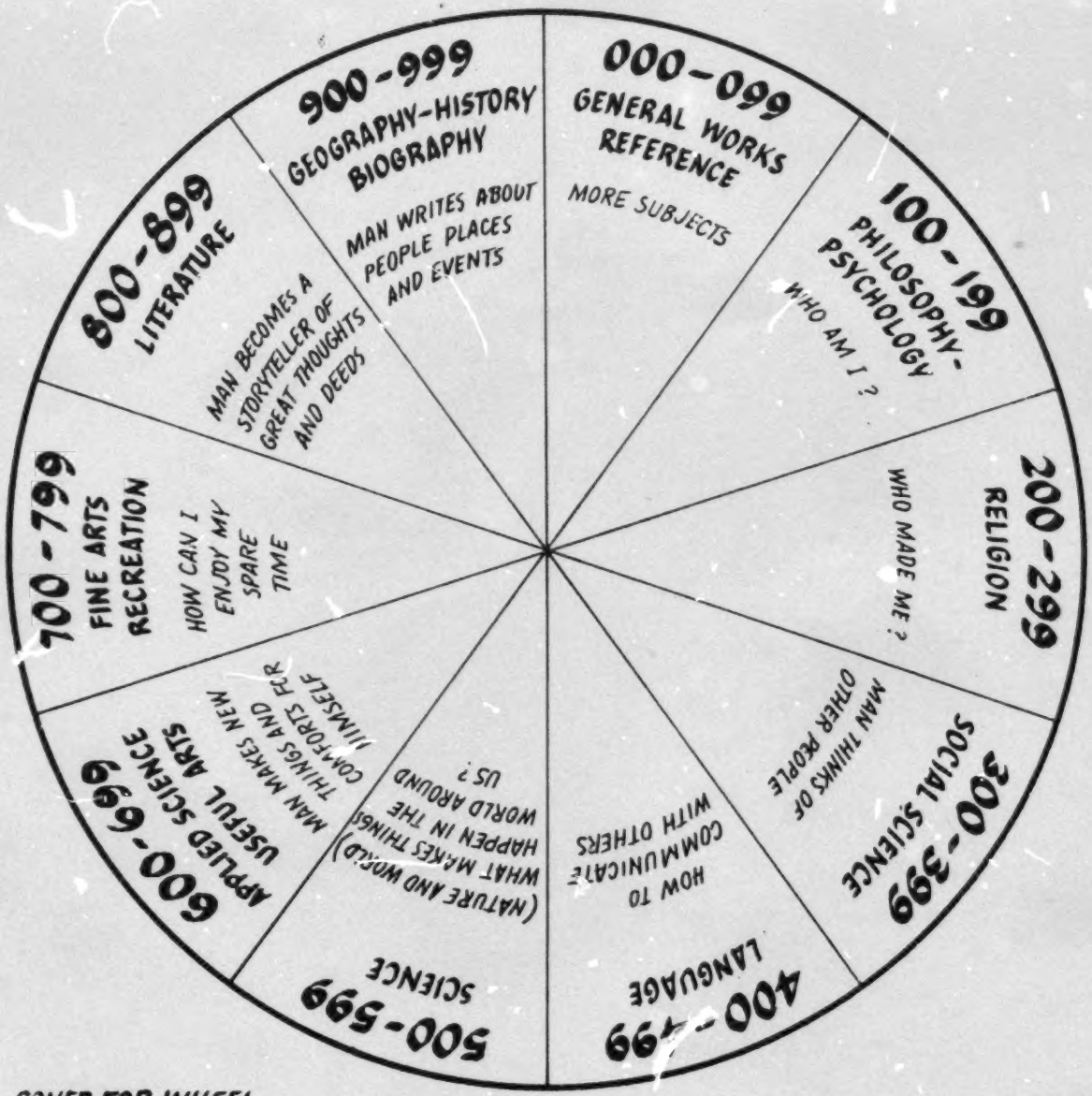
(So man began to write about events that had occurred everywhere, and about people who had participated in these events)

000

GENERAL WORKS

The numbers up to 100 are used for bibliographies, books about books, and for books which contain information on many subjects such as encyclopedias and other reference works. All reference books have R before the number.

DEWEY WHEEL

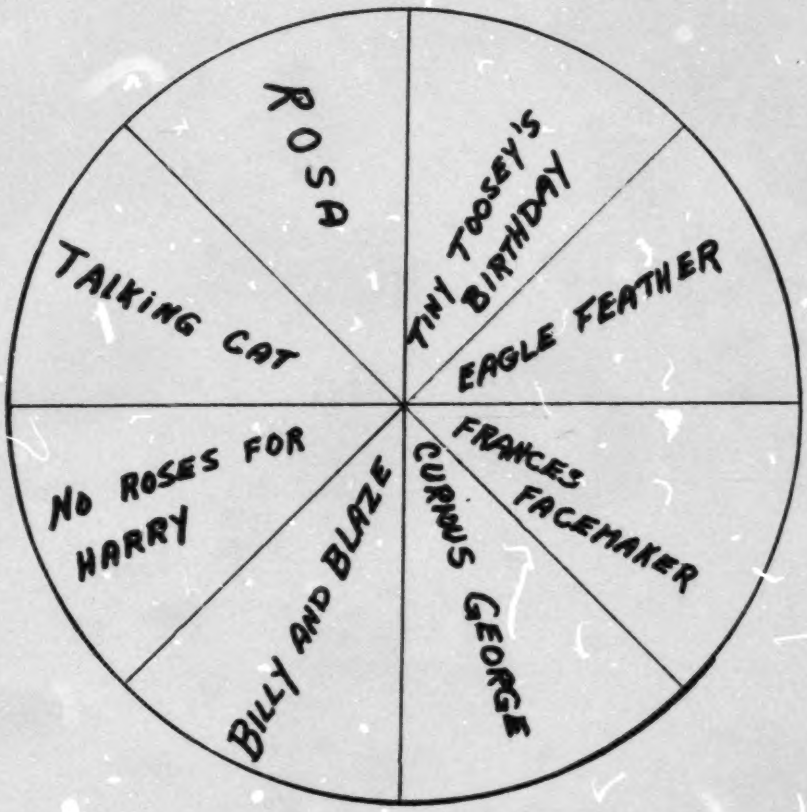


COVER FOR WHEEL

FASTEN COVER TO WHEEL WITH BRASS FASTENER

USING THE CARD CATALOG, FIND THE AUTHORS OF

THE BOOKS LISTED ON THE "CAKE BOARD"



MATCH THE CLOTHESPIN WITH THE AUTHOR'S NAME ON IT TO THE TITLE ON THE "CAKE."

Suggestions: This station is made of a round piece of corrugated cardboard (commercially used for cakes) and clothespins. This type of station will lend itself to many different kinds of information. For quick checking, write the authors' names on both sides of the clothespins as well as on the back of the board behind the appropriate title. The directions will have to be on a separate piece of cardboard apart from the cakeboard.

Answer: Frances Facemaker - Cole
Curious George - Rey
Billy and Blaze - Anderson
No Roses for Harry - Zion
Talking Cat - Carlson
Rosa - Politi
Tiny Toosey's Birthday - La Rue
Eagle Feather - Bulla

DEPARTMENT OF EDUCATIONAL MEDIA

Elementary Library Section

Do you have something to share? From one of our library assistants comes:

THE GAME

The GAME is played with an ordinary deck of playing cards, Arrange the pack ahead of time--one red card, one black card. Suits and numbers not important in the pre-arranging, just color. Give each young person a card as he comes in. The playing card deck seems to have happy associations and the young people know something is ON.

The red cards are one team; the blacks another. Each team should appoint a score keeper. The team with the highest card begins; i.e., king of hearts or king of spades or whatever they do have that is highest. The children will need your help getting started because they are not into it yet. The young person with the highest card is given a book to put away. He is to check without being reminded that card is in the book and then place it correctly on the shelf. (I use number books for this game usually.) When first player has decided where book goes, the person holding highest card on opposite team goes to look at it.

1. If the book has been put away without a card and he discovers it, his team receives 1 point.
2. If he decides it is in the wrong place and he is right, his team receives 1 point.
3. If he decides it is in the wrong place and puts the book away in the right place, his team receives 5 points.
4. The beginning team who put the book away in the first place gets 5 points if the book was, indeed, in the right place and loses 5 points (-5) if the book was put away in the wrong place.

The game continues alternating "red" and "black" cards taking the players by the face value of their cards in decreasing order. The game continues until every player has either placed a book or checked on the placing of the book. The team with the highest score wins and in our library the winners get 2 M & M's and the losers 1 each!

Of course, I put in as much talk about the book as it is being handled as I dare. This advertises the books a little and helps associate certain books with where they are to be found in this library. And I do "fudge" by trying to give the easier to place books to those who lack confidence. Growing confidence and enthusiasm is what it's all about.

SCORING

Team placing book:

Correctly placed ..... 5 points
Incorrectly placed .....-5 points

Team Checking book:

Discovering book has no card ..... 1 point
Agreeing book is in proper place ..... 1 point
Discovering book is in wrong place and it is ..... 1 point
Saying book is in wrong place when it isn't .....-5 points
Discovering book is in wrong place and putting it in right place .....5 points

TAKING NOTES

Give children a piece of paper and pencil. Tell them to try to take notes about a story you are going to tell them. Make-up a fun story. Keep it short.

"Saturday morning I went to the zoo about 9:00 before many people were there and saw an amazing sight. I saw a monkey wearing a green hat, a penguin wearing a necktie, a snake with eyeglasses, an eagle with red socks and a lion wearing a black wig."

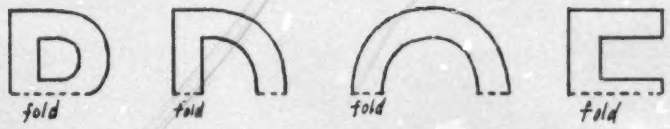
After telling the story, walk around the room and read from the children's notes. Make suggestions such as make it brief - don't worry about spelling - listen - keep up. Reread when you are finished taking notes.

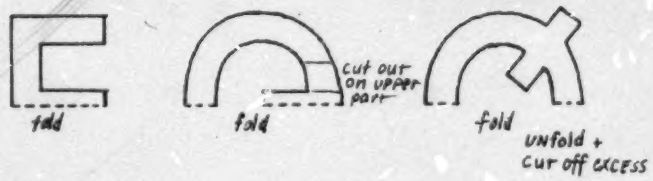
Emphasize fun!!

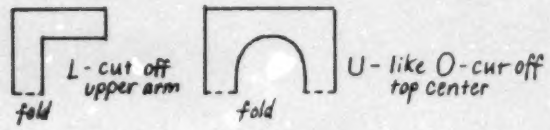
ADD-A-LINE

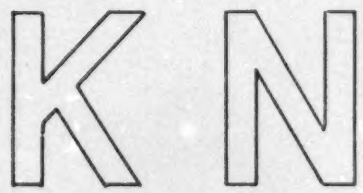
The old party game of Add-A-Line. Each person has a sheet of paper and a pencil. Each person writes a Title of a book on top of the page. Fold it down and hand it to next person (on right) receives page from person on left. Author's name is written on next line and procedure followed through to the end of the book with copyright date, plot, etc. included. Students are encouraged to be imaginative. Stories are read aloud.

FOLD AND CUT ALPHABET









The list of contents.	The name of a book.	An alphabet listing of the names, places, and subjects in a book.
The date the book was printed.	PARTS OF A BOOK	The person who drew the picture.
The company that prepared the book for sale.	The person who wrote the book.	The place where the book was made.

(One large piece of brightly colored tag board)

AUTHOR

COPYRIGHT

ILLUSTRATOR

INDEX

PLACE OF PUBLICATION

PUBLISHER

TABLE OF CONTENTS

TITLE

Note: Each of the above answers is printed on a card that is cut to fit the space where the question is printed. This matching game can be played individually or in groups.

The list of contents.	An introduction.	The date the book was printed.
The company that printed the book.	The person who drew the pictures.	A beginning page that states the name of the book.
An alphabetical listing of names, places, and subjects in a book.	The name of the book.	A list of words and phrases with explanations usually found at the end of a book.
A section added in a book to give more information, such as notes, maps, and tables.	The person who wrote the book.	A list of books and authors which deals with a particular subject.

(One large piece of brightly colored tag board)

APPENDIX

AUTHOR

BIBLIOGRAPHY

COPYRIGHT DATE

GLOSSARY

ILLUSTRATOR

INDEX

PREFACE

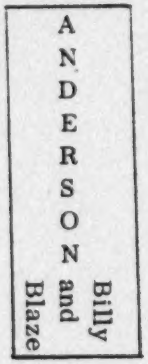
PUBLISHER

TABLE OF CONTENTS

TITLE

TITLE PAGE

Note: Each of the above answers is printed on a card that is cut to fit the space where the question is printed. This matching game can be played individually or in groups.



Anderson	BILLY AND BLAZE
Bonsall	THE CASE OF THE SCAREDY CATS
Brown	THE WONDERFUL HOUSE
Cleary	TWO DOG BISCUITS
Ets	GILBERTO AND THE WIND
Friskey	WINGS OVER THE WOODSHED
Hoff	THE HORSE IN HARRY'S ROOM
Hurd	JOHNNY LION'S BOOK
Keats	THE SNOWY DAY
Martin	WHAT TO SAY AND WHEN TO SAY IT
Rey	CURIOUS GEORGE
Scarry	THE EARLY BIRD
Seuss	THE CAT IN THE HAT
Zolotow	DO YOU KNOW WHAT I'LL DO?

Note: Each author and title is printed on separate card then put in proper order on large board.

Story books are FICTION, because they are not true. They are make up for pleasure. FICTION books are arrang on the shelves alphabetically according to the author's last Arrange these make-believe books in the correct order.

Write your first, middle, and last name: _____

Some day you may be an author.
In the library card catalog your name will look like this:

_____, _____, _____

Write these authors' names with the last name first.
Don't forget the comma.
Circle the author letter.

MARION RENICK _____

ROBERT LAWSON _____

LAURA INGALLS WILDER _____

WALTER BROOKS _____

LOIS LENSKI _____

BEVERLY CLEARY _____

MARGARET WISE BROWN _____

H.A. REY _____

ROBERT McCLUNG _____

CLARENCE W. ANDERSON _____

HUGH LOFTING _____

HELEN FULLER ORTON _____

P. L. TRAVERS _____

MARY CALHOUN _____

C.W. ANDERSON _____

JEAN FRITZ _____

ROBERT ARTHUR _____

WILLIAM O. STEELE _____

WALTER FARLEY _____

E. B. WHITE _____

DR. SEUSS _____

QUIZ-QUOTATION PUZZLE

Write answers in the numbered spaces to the right of the questions. Then transfer each letter to the space with the same number on the Quotation diagram. When completed the diagram will reveal a famous quotation.

What is a synonym for "herd"?

27 _ _ 56 43 35

What city is located at 41 N Long., 3 W Lat.?

_ 38 46 14 _ 25

What city in Indiana has a population of 19,482 in 1968?

_ _ 48 27 _ 54 34 52 58 _ _ _ _ _

Who won the men's world chess championship in 1966?

39 _ _ 60 33 18 _ _ 19 20 26 2 _ 9 4

What is the present name for the Chinese province formerly named Yochow?

11 31 51 44 24 _

What state has for its tree the Kukui?

8 23 36 1 _ _

For what is Salvelinus the zoological name?

6 50 49 42 10

How many earned runs did Pat Dobson pitch for Detroit in 1968?

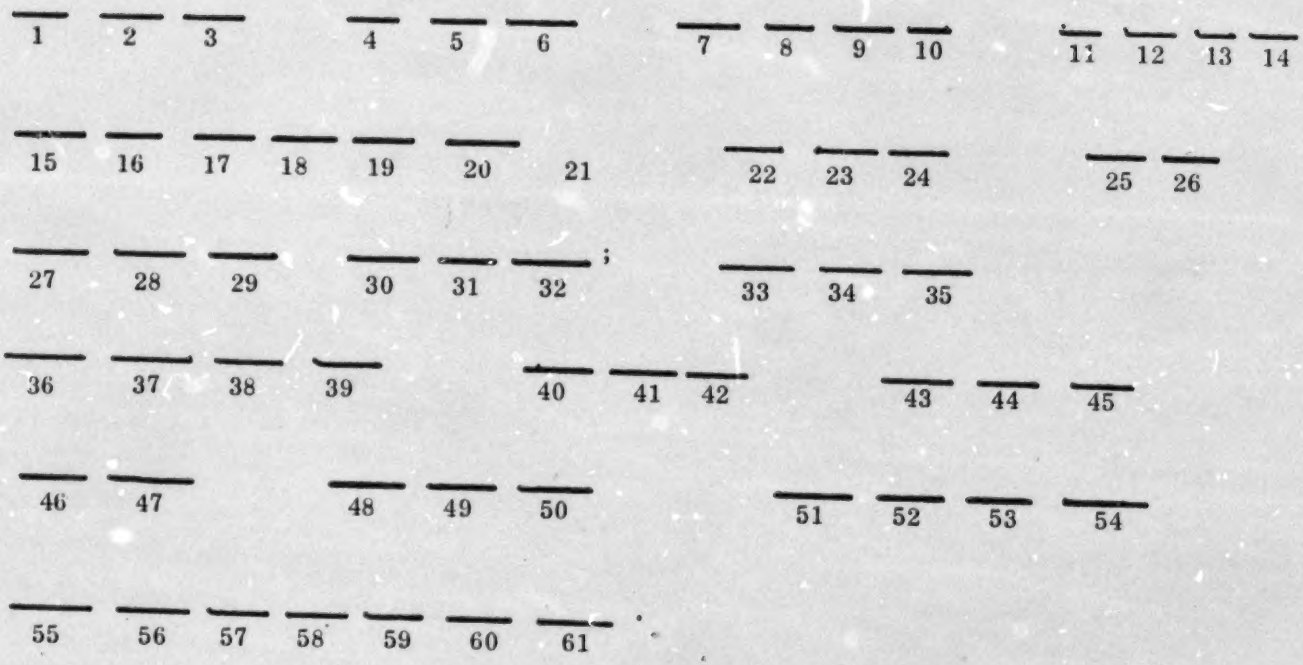
59 7 5

What mountains are at the southern border of British Guiana?

1 3 1 29 _ _

(over)

THE QUOTATION



CIRCLE THE WORD

Note: Each of the words listed is hidden in the puzzle.

900'S
Revolution
Pilgrims
Maya
Colonial
States
Canada
Explorers
China
Japan
Africa
Argentina
Alaska
Indians
Oregon
Northwest
Mexico
Norway
Maps
Globes
Geography
Mayflower
Pioneers
Flags
Cowboys

A F R I C M A Y A R A M A D C B
G E O G R A P H Y P I L G O M O
L F M C A Y O J B A F R I C A C
O N O C E F G A R E V O M P I D
B A R A E L L P A N G S T A R M
E R O N B O F A V O P I L G P I
S G C A N W E N G L U T E X I S
S E O D O E R E C S P I P N O R
A N W A R R E V O L U T I O N N
N T B O N O R W L B I S L R E C
C I I H O R E G O N R E G R E Y
O N N F R A S I N C H I R E R E
W A D E T F M T I H W E I B S M
B O E H W E S A L T M M I N D
O A S W W P L R L T M E S N O A
Y S C A E X P L O R E R S R E V
S K P I S M T C A X X S C O W B
N A F T T O R I N D I A N S A F
M A C H I N A F L O C J A P N A
R E V O M E X A C N O R W A Y F

(The 900's History, Geography)

CIRCLE THE WORD

Note: Each of the words listed is hidden in the puzzle.

THE 500's

fishes
bats
electricity
fossils
experiments
sound
chemistry
atoms
stars
microscope
flowers
snails
snakes
reptiles
alligators
seeds
planets
moon
rodents
apes
kangaroos

f o s s i l s a r o d e n t s n
m i n s e m i c r o c h e m s g
i n s e c a p e s d r c a k e a
a f m h r e p t i s o h m t s p
l f i o e x p e r i m e n t s l
l l c a l s p d e f g m a b o a
i o r a e p l a p l a i s t u n
g w o s c s n a t a b s e e n t
a e s o t r e b i k a t c h d r
t r c o r a g m l s c r e d t e
o s o m i k a n e s d y t c a s
r a p h c y o b s n a k e s a t
s b e m i m b o d a t o w i g a
a c s a t o m s w i n s e c t s
a h c d y o b t a l f g t h o p
h e a t a n c a b s s a o m c d
l e g h i f p r t s e s a p l a
f p l a n e t s g s e e d s f a
c h e m s n a i t r e e s r o d
k a n g a r o o s e x p e r n t
b c g r s t a r f i s h m a c l

FIND THE AUTHORS

Note: Each of the names listed is hidden in the puzzle. Find each name and circle it.

ZION
SEUSS
WHITE
McCLOSKEY
SENDAK
KEATS
MILNE
FREEMAN
CLEARY
WILDER
CERF
DAHL
FLEMING
HENRY
MOREY
KONIGSBURG
STEIG

F D Z B K C O N S G R C A M K
F S I I W E L O T T A O I Z O
R E G H I H O E F R E E M A N
E U S E L E I L A F L I G H I
C S E N D A K T Z R S M G E G
E S G R E D E O E I Y C M A S
S E H O R W A Z M D A C K E B
M C E F R H T H I W H L T E U
M O N F D O S W L O F O C E R
M O R L E A K O N I N S B U G
E B Y E B C H C E R F K C E M
F L E M Y B A L S E U E N L B
R A L I O B C E D O T Y W I E
M H E N F R E A M A N G H B C
B A N G H O E R B R I G B S O

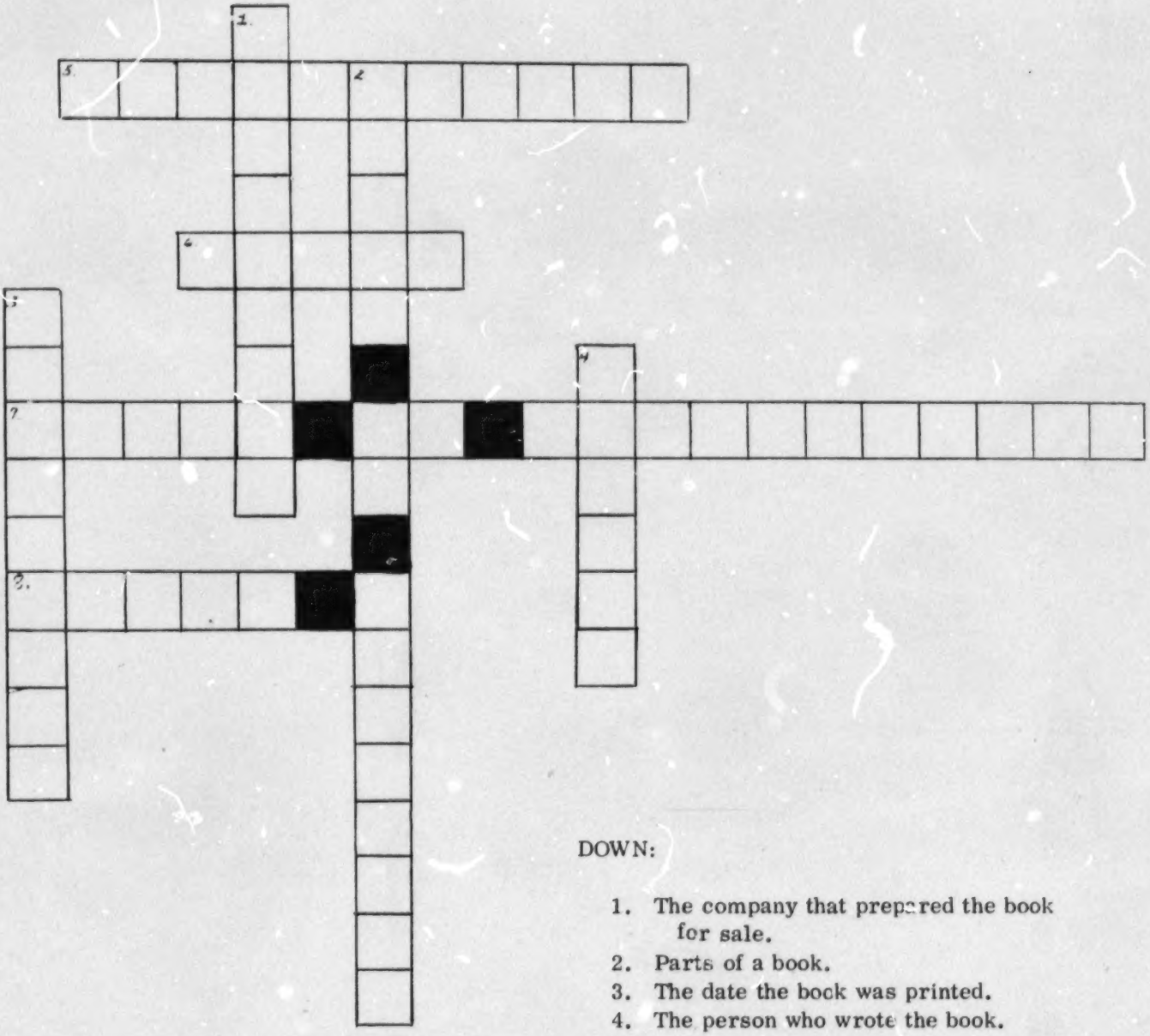
"SPELLING BEE" QUESTIONS
ON
USE OF CARD CATALOG

IF YOU WANT TO FIND A BOOK.....	Which drawer	Kind of card
1. About George Washington		
2. Called Betsy and Billy		
3. By Clara Judson		
4. Of Mystery stories		
5. By Robert McCloskey		
6. Called The Long Winter		
7. Of Norwegian fairy tales		
8. About lizards		
9. By Marcia Brown		
10. Named Ben and Me		
11. By Helen Orton		
12. Of stories about Holland		
13. If you do not find anything under Holland, where would you look?		
14. About George Rodgers Clark		
15. By Ruth Sawyer		
16. Called The Cay		
17. About the history of France		
18. By Robert Lawson		
19. Named The Borrowers		
20. Of Horse stories		
21. Called Abraham Lincoln		
22. About dogs		
23. By E.B. White		

MATCH AUTHORS AND BOOKS

1.	Dr. Seuss	THE SNOWY DAY
2.	E.B. White	LITTLE HOUSE IN THE BIG WOODS
3.	Robert McCloskey	KING OF THE WIND
4.	Maurice Sendak	HORTON HATCHES THE EGG
5.	Ezra Jack Keats	WINNIE THE POOH
6.	A.A. Milne	BOOK OF RIDDLES
7.	Don Freeman	CDB
8.	Beverly Clearly	GENTLE BEN
9.	Laura Ingalls Wilder	CHARLOTTE'S WEB
10.	Bennett Cerf	HARRY THE DIRTY DOG
11.	Ian Fleming	HOMER PRICE
12.	Marguerite Henry	WHERE THE WILD THINGS ARE
13.	William Steig	DANDELION
14.	Roald Dahl	CHITTY-CHITTY BANG BANG
15.	E. L. Konigsburg	CHARLIE AND THE CHOCOLATE FACTORY
16.	Gene Zion	HENRY HUGGINS
17.	Walt Morey	FROM THE MIXED-UP FILES OF MRS. BASIL E. FRANKWEILER

LIBRARY TERMS CROSSWORD PUZZLE



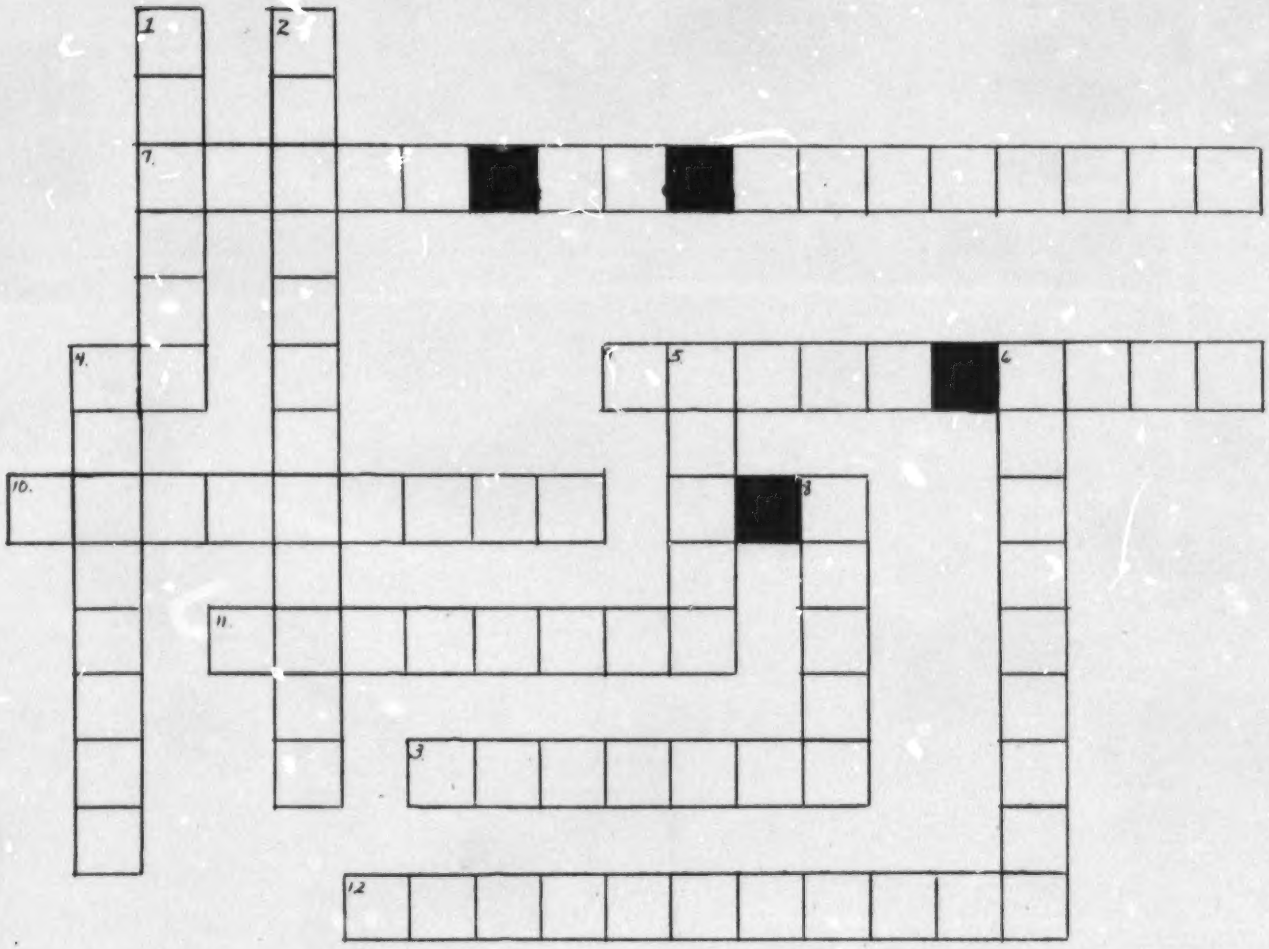
DOWN:

1. The company that prepared the book for sale.
2. Parts of a book.
3. The date the book was printed.
4. The person who wrote the book.

ACROSS:

5. The person who drew the pictures.
6. The name of the book.
7. The place the book was made.
8. An alphabetical listing of the names, places, and subjects in a book.

LIBRARY TERMS CROSSWORD PUZZLE



DOWN:

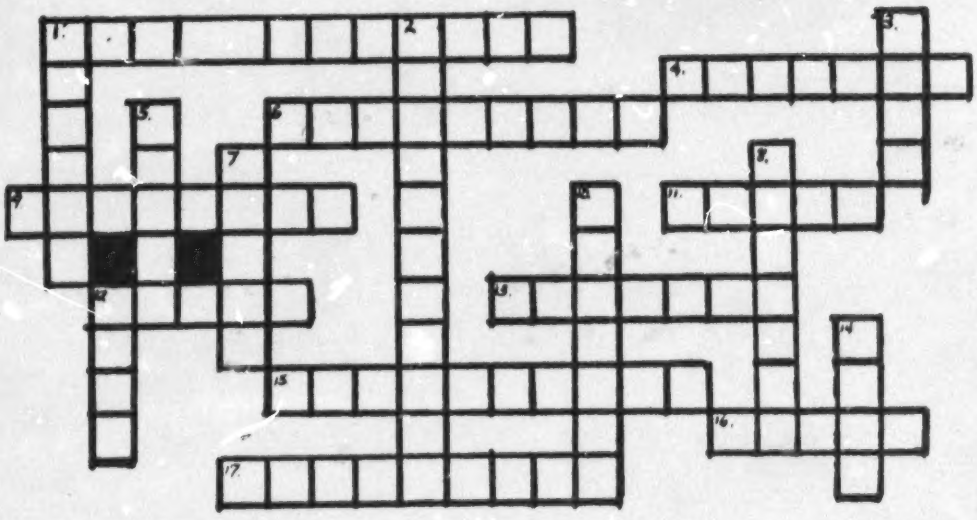
1. The person who wrote the book.
2. A list of books and authors which deals with a certain subject.
4. A list of words and phrases usually found at the end of a book.
5. An alphabetical listing of names, places and subjects in a book.
6. Tne company that printed the book.
8. The name of the book.

ACROSS:

3. An introduction.
7. The list of contents
9. A beginning page that states the name of the book.
10. The date the book was printed.
11. A section added to give more conformation such as notes, maps, and tables.
12. The person who drew the pictures.

A LIBRARY WORD PUZZLE

Here is a crossword puzzle for you to do. The words in the puzzle all have something to do with books and libraries.



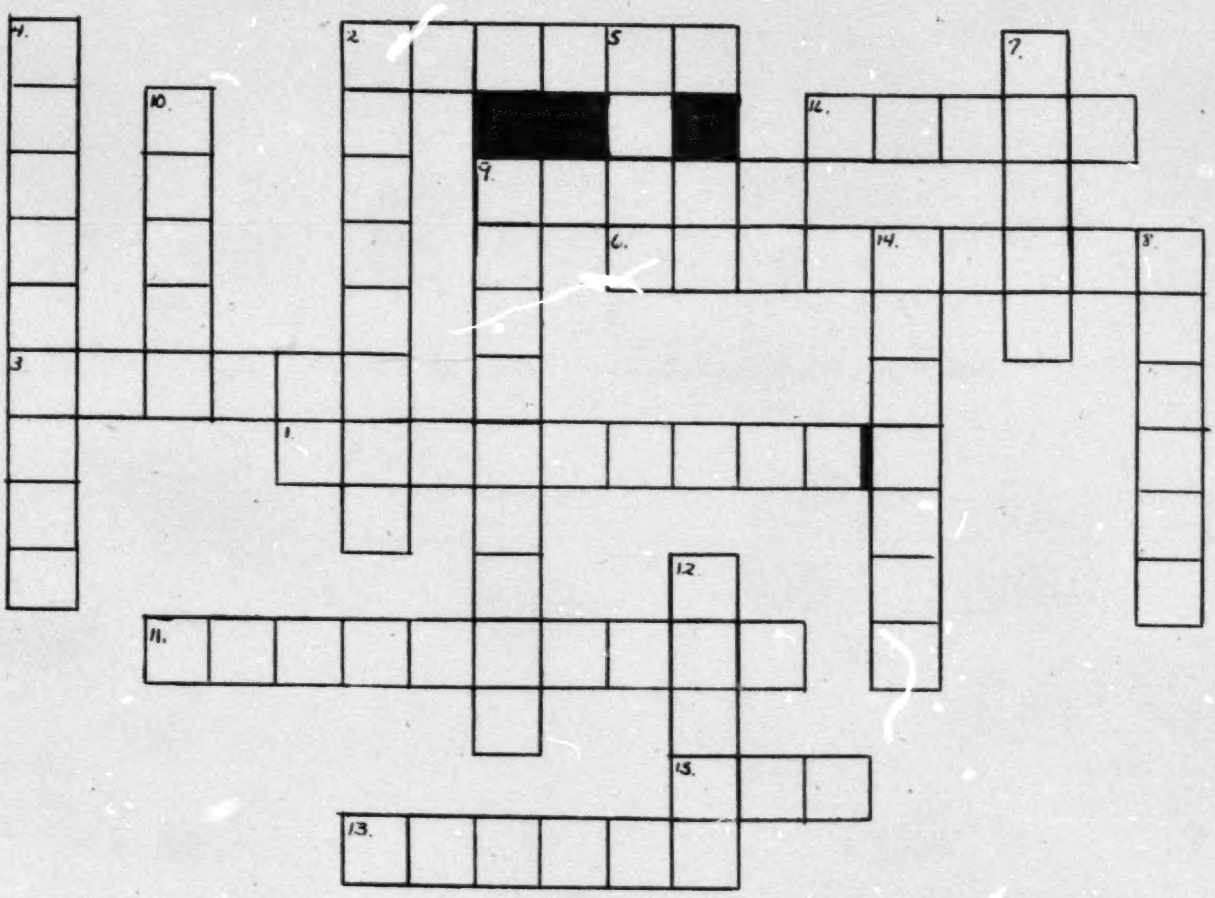
ACROSS

1. Words in the dictionary are in _____ order.
4. Look for the call number in the card _____.
6. The company which prepares and distributes a book.
9. A listing of what is in a book is called the table of _____.
11. There are _____ words on a dictionary page to tell you what is on the page.
12. The system by which books are arranged is the _____ Decimal System.
13. The library has author, title, and _____ cards.
15. A book that defines words.
16. Words listed in the dictionary are _____ words.
17. A book about a person's life.

DOWN

1. The person who writes the book.
2. The person who draws the pictures.
3. Sheets of paper with writing on them between two covers.
5. The name of a book is its _____.
7. Where you find the page which has the information you need.
8. Stories are called _____.
10. Books are kept in a _____.
12. The time shown on the back of the title page is the copyright _____.
14. To take out books you need a library _____.

CALDECOTT AUTHORS



ACROSS

Author of:

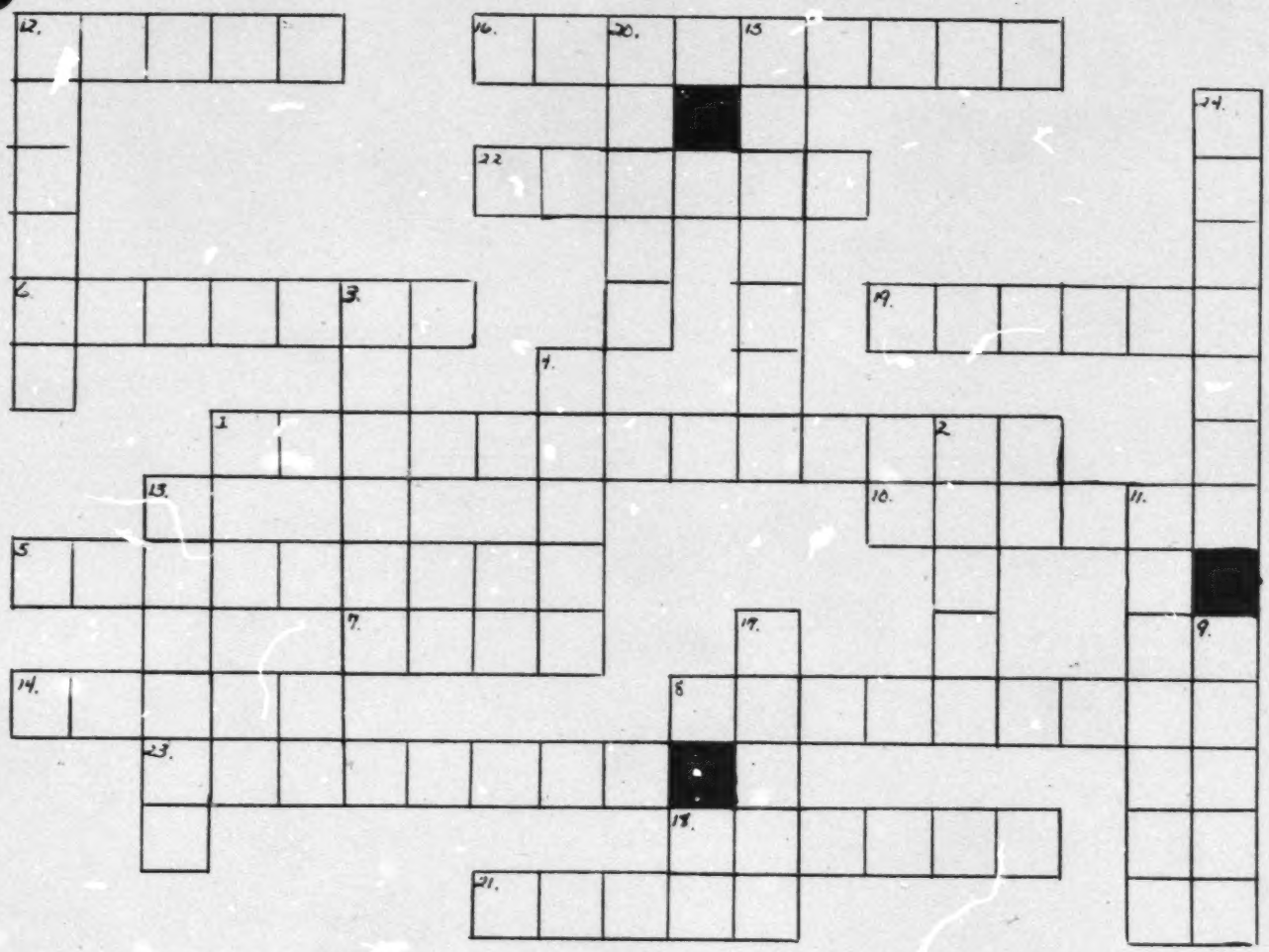
1. ONE FINE DAY
2. A TREE IS NICE
3. WHERE THE WILD THINGS ARE
6. FOOL OF THE WORLD & THE FLYING SHIP
9. THE FUNNY LITTLE WOMAN
11. ALWAYS ROOM FOR ONE MORE
13. CHANTICLEER AND THE FOX
15. NINE DAYS TO CHRISTMAS
16. THE SNOWY DAY

DOWN

Author of:

2. BABOUSHKA AND THE THREE KINGS
4. TIME OF WONDER
5. SAM BANGS AND MOONSHINE
7. SYLVESTER AND THE MAGIC PEBBLE
8. DUFFY AND THE DEVIL
9. MAY I BRING A FRIEND
10. ONCE A MOUSE
12. A STORY, A STORY
14. DRUMMER HOFF

NEWBERY AUTHORS



ACROSS

Author of:

1. SHADOW OF A BULL
5. THE HIGH KING
6. THE MATCHLOCK GUN
7. ADAM OF THE ROAD
8. DANIEL BOONE
10. WRINKLE IN TIME
12. ISLAND OF THE BLUE DOLPHINS
14. HITTY, HER FIRST HUNDRED YEARS
16. SOUNDER
18. JULIE OF THE WOLVES
19. STRAWBERRY GIRL
21. GINGER PYE
22. MISS HICKORY
23. THE DOOR IN THE WALL

DOWN

Author of:

2. RIFLES FOR WATIE
3. THE WHEEL ON THE SCHOOL
4. KING OF THE WIND
9. SUMMER OF THE SWANS
11. THE VOYAGES OF DR. DOLITTLE
12. MRS. FRISBY & THE RATS OF NIMH
13. THE WHITE STAG
15. I, JUAN DE PAREJA
17. AMOS FORTUNE, FREE MAN
20. INVINCIBLE LOUISA
24. IT'S LIKE THIS CAT

ANSWERS TO CALDECOTT AUTHORS CROSSWORD PUZZLE

ACROSS

1. HOGROGIAN, Nonny
2. SIMONT, Marc
3. SENDAK, Maurice
6. SHULEVITZ, Uri
9. MOSEL, Arlene
11. NicLEODHAS, Sorche
13. COONEY, Barbara
15. ETS, Marie Hall
16. KEATS, Ezra Jack

DOWN

2. SIDJAKOV, Nicolas
4. McCLOSKEY, Robert
5. NESS, Evaline
7. STEIG, William
8. ZEMACH, Margot
9. MONTRESOR, Bini
10. BROWN, Marcia
12. HALEY, Gail E.
14. EMBERLY, Barbara

ANSWERS TO NEWBERY AUTHORS CROSSWORD PUZZLE

ACROSS

1. WOJCIECHOWSKA, Maia
5. ALEXANDER, Lloyd
6. EDMONDS, Walter
7. GRAY, Elizabeth Janet
8. DAUGHERTY, James
10. L'ENGLE, Madeline
12. O'DELL, Scott
14. FIELD, Rachel
16. ARMSTRONG, William H.
18. GEORGE, Jean Craighead
19. LENSKI, Lois
21. ESTES, Eleanor
22. BAILEY, Carolyn
23. DeANGELI, Marguerite

DOWN

2. KEITH, Harold
3. DeJONG, Meindert
4. HENRY, Marguerite
9. BYARS, Betsy
11. LOFTING, Hugh
12. O'BRIEN, Robert C.
13. SEREDY, Kate
15. TREVINO, Elizabeth
17. YATES, Elizabeth
20. MEIGS, Cornelia
24. NEVILLE, Emily

REFERENCE TOOLS IN THE LIBRARY

C O D I C T I O N A R Y N O Z

U A E N C Y C L O P E D I A S

N W R H P M U T P R L F N L X

D O X D I V O F Y E B I O K R

E R B N C Z A C E P O L O L A

R L A I T A D S A O O M T Y I

S D N F U N T L R R K S A P N

T A W O R D D A D T S T M B F

A T Q U E I B T L S E R R A A

N L R Y O U E A Q O L I O D L

D A C A N S C U R M G P F N L

I S T U D Y P R I N T S N I D

N T H E S A U R U S S O I F N

G W O R L D A L M A N A C Y A

FIND THE UNDERLINED WORDS IN THE WORD SEARCH PUZZLE ABOVE

1. A THESAURUS is a book containing words that mean the same and words that are opposite in meaning. It is a very helpful book in writing a report.

2. ENCYCLOPEDIAS are sets of books usually giving information on all areas of knowledge. The articles are arranged alphabetically.

3. If you want to know the definition of a word you would look in a DICTIONARY.

4. In a WORLD ATLAS you will find maps showing the geography, rainfall, terrain, growing seasons, etc. of the countries of the world.

5. The CARD CATALOG is the key to the library. By using it you can know what materials are in the library and where you can find them.

6. STUDY PRINTS have a picture on one side and printed information on the other side. They usually come in a set or series.

(over)

7. FILMSTRIPS are useful reference materials, too. Sometimes they are more helpful than books because you are able to see the subject you are studying.

8. The WORLD GLOBE gives us a better understanding of the size and location of our country and its relationship to the other countries of the world.

9. You can find various kinds of information quickly in the WORLD ALMANAC - such as where the Olympic Games are held each year.

THE CHRONICLES OF PRYDAIN

Cast of Characters

1. Prydain - land where story takes place
2. Anniwin - castle where evil Lord Arawn lives.
3. Arawn - evil Lord of Anniwin who is trying to take over Prydain.
4. Hen Wen - white pig who can tell the future.
5. Dallben - enchanter who is Taran's master and teacher.
6. Coll - keeper of Hen Wen
7. Taran - hero and Assistant Pig-Keeper.
8. Caer Dallben - where Taran, Coll, Dallben, and Hen Wen live.
9. Math, Son of Mathonwy - High King of Prydain.
10. Prince Gwydion - war leader and mightiest hero in Prydain.
11. Caer Dathyl - Sons of Don live here.
12. Melyngar - Gwydion's horse.
13. Queen Achren - evil queen of Spiral Castle.
14. Gurgi - wolfhound who helps Gwydion and Taran.
15. Eilonwy - princess who helps Taran escape from Spiral Castle.
16. Fflewddur Fflam - minstrel who escaped from Spiral Castle with Taran.
17. The Gwythaints - large, evil birds who are Arawn's spies and messengers.
18. The Cauldron - Born - dead men whose bodies Arawn steals from their graves and steeps in a cauldron (big black pot) to give them life. They work for Arawn and cannot be killed.
19. Medwyn - ancient dweller in the Eagle mountains. He understands all creatures in Prydain.
20. Gwyn the Hunter - wherever he goes, death and battle follow.
21. Dyrnwyn - sword that Eilomwy found in Spiral Castle that can only be used by persons of royal blood.
22. King Eiddileg - king of the Little People.
23. Doli - dwarf who King Eiddileg sends to guide the companions to Caer Dathyl.

IDENTIFYING BOOK CHARACTERS

I'VE GOT A SECRET

Objectives

To encourage pupils to express their interest in books and to introduce their favorites to others.

To make books come alive through the presentation of favorite book characters.

Learning Experiences

1. Introduction or Motivation

   Ask pupils, " Have you met an interesting person in a book you have recently read?" "Do you know the TV game, "I've Got a Secret?" "Who would like to bring his secret character to class next time?"

2. Procedure

   Choose two pupils and tell them that they may use props or costumes and lots of imagination to portray the character of their choice.

   At the next meeting of the class these pupils may come to the library dressed (or carrying a property) to suggest their favorite characters.

   An interviewer then asks questions concerning the personality, period, and interests of each character until he is identified.

   The teacher may help pupils in the beginning by writing the questions for the interviewer so he will understand the best means of finding the answers.

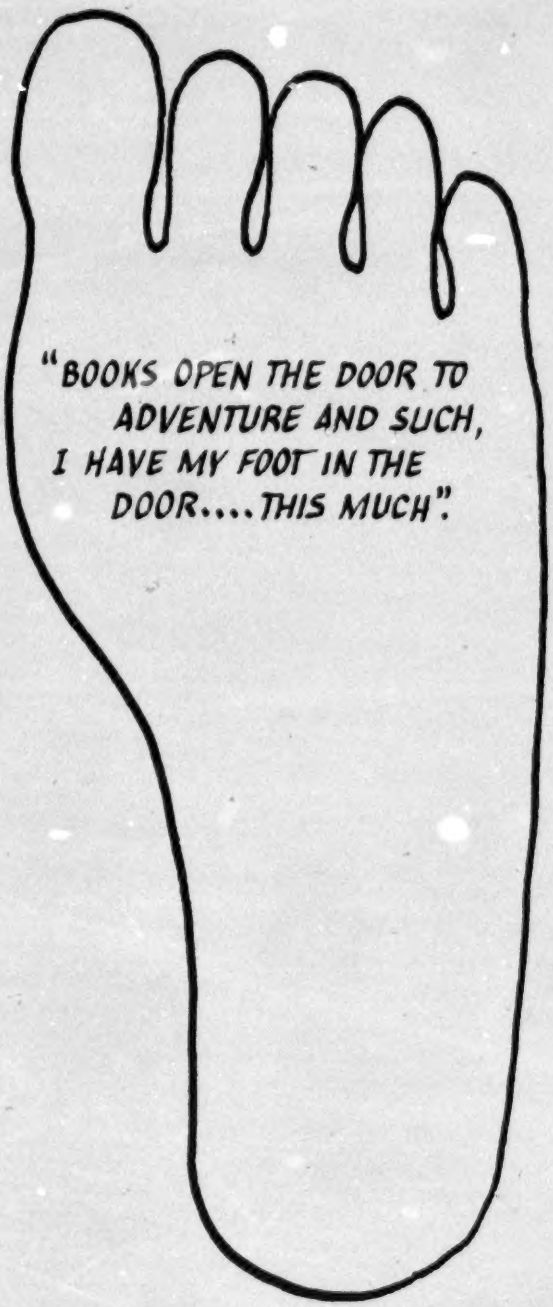
   Biographies and fairy tales would be a good classification with which to begin this quiz.

3. Summary

   How many of these book characters did you know?

   How many of the books had you read?

   Perhaps you would like to read one of these books and find out more about the character that appealed to you. Shall we have a display of these books?


"BOOKS OPEN THE DOOR TO
ADVENTURE AND SUCH,
I HAVE MY FOOT IN THE
DOOR....THIS MUCH".